

# HYPER DIMENSION NEPTUNIA Re;Birth 1™

INSTRUCTION MANUAL

## **WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

**IMMEDIATELY DISCONTINUE** use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.**



## Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

## PRECAUTIONS FOR USE

- Keep the PS Vita game card out of the reach of small children to help prevent accidental swallowing.
- This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.
- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.





## PRECAUTIONS FOR USE

**Do not use or store the game card in the following locations or under the following conditions:**

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

**The data on the game card may be lost or corrupted in the following situations:**

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



## FCC AND IC NOTICE - PART 1

**This device complies with Part 15 of the FCC Rules.**

**Operation is subject to the following two conditions:**

- (1) this device may not cause harmful interference, and
  - (2) this device must accept any interference received,  
including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.



## FCC AND IC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.**

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.



# HYPER DIMENSION NEPTUNIA Re;Birth1™

✿ TO ALL OUR VALUED CUSTOMERS ✿

Thank you very much for your purchase of our game.  
Please read the instructions carefully before use.

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\*Images shown here are from development. May differ from the final product.

**For all other instructions not noted here, please refer in-game for more details.**

You can access the tutorials from the in-game tutorials "Help Topics" option.



# HYPERDIMENSION NEPTUNIA Re;Birth1

## CONTROLS

PlayStation®Vita system



### Dungeon Map

left stick	Character movement
right stick	Camera controls
directional buttons ↑	Camera zoom-in
directional buttons ↓	Camera zoom-out
○ button	Jump
× button	Symbol attack/Check/Take
□ button	Treasure search
△ button	Menu screen call-out
START button	Dungeon Map call-out

### Overview/Basics

directional buttons	Location list/The Chirper	× button	Decide
left stick	General movement	△ button	Display menu
○ button	Cancel/Return to the previous screen	□ button	List select/Switch to free cursor



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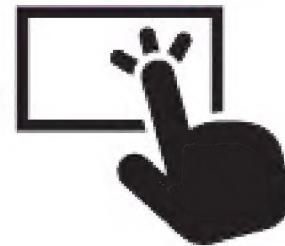
## CONTROLS

### Battle Screen

left stick	Character movement
right stick	Camera controls
R button	Battle menu switch
R button + × button	Item
R button + ○ button	Flee
R button + □ button	Switch
R button + △ button	HDD On/Off
× button	Attack
○ button	Defend
□ button	EXE Drive
△ button	SP Skills

### Touch Operations

tap



Tap the screen briefly

pinch out



While two fingers are touching the screen, move them further apart.



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## TITLE MENU

### New Game

Start a new game.

### Continue

Start from a saved point.

### Config

Set various game play settings.



# HYPERDIMENSION NEPTUNIA Re;Birth1

## MENU SCREEN

### ITEMS

Display your items.

### EQUIPMENT

Change character equipment.

### COMMANDS

Check character skills.

### PARTY

Change character coupling and formations.

### STATUS

Check character status.

### QUESTS

Check quests.

### PLAN

Check the plans you own.

### NEPEDIA

Check various in-game information.

### SYSTEM

Set the game play environments.





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## WORLD MAP

You can access the various cities and dungeons along with their facilities from here.

### ◆ CITY

Shop	Buy and sell items.
Guild	Accept and report quests.
Disc Dev	Create discs.
Colosseum	Enter into the Colosseum.
Information	Gather information from various people.
Museum	View event CG and previous materials, and listen to sounds. various people.

### ◆ DUNGEON

Press the × button on a dungeon to enter the dungeon.



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## DUNGEON MAP



### ① MINI MAP

Overview of the dungeon map.

### ② CHARACTER INFORMATION

Character HP and SP

### ③ MONSTER

Battle commences when you come in contact with the roaming monsters.



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## BATTLE SCREEN



① ENEMY INFORMATION

② CHARACTER INFORMATION OF THOSE IN BATTLE.

③ ACTION ORDER

\* Move in order of the character speed.

④ EXE DRIVE GAUGE

⑤ BATTLE COMMAND

X button : Attack the enemy.

O button : End your turn.

□ button : Display the EXE Drive window.

△ button : Open the SP Skills window.

left stick : Move the character.

right stick : Control the camera.



# HYPERDIMENSION NEPTUNIA Re;Birth 1

## STORY

Gamindustri.

One of the parallel worlds guarded by four goddesses.

Here, battle ensues between the four goddesses to determine rule over the world, later to be known as the Console Wars.

But, with Arfoire's evil plans, the underworld became infested with monsters.

During the battle, one of the goddesses, Neptune, was defeated and fell to the underworld.

There, she loses all memory.

Here in the underworld, Neptune meets Compa, IF and a tome calling herself, Histoire, who leads Neptune, in an adventure across the four Lands.



## CHARACTERS



**NEPTUNE**

The main character. She loses her memory, but her overly positive approaches and general brightness makes others doubt if she really is amnesic...



**COMPA**

An aspiring nurse that Neptune first met in Planeptune. She is quite spontaneous and very self-paced (or slow, as some might call it).



**IF**

A very level-headed girl traveling across Gamindustri. She holds the older sister position in Neptune's party.



# HYPERDIMENSION NEPTUNIA Re;Birth1

## USER SUPPORT

If you have any questions or concerns regarding the copy of Hyperdimension Neptunia Re;Birth1 you have purchased, please email us at the following address:

**[support@ideafintl.com](mailto:support@ideafintl.com)**





# HYPERDIMENSION NEPTUNIA Re;Birth1

For more information on this game  
please visit

<http://ideafintl.com/rebirth1/>



# HYPERDIMENSION NEPTUNIA Re;Birth1

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**[www.us.playstation.com/support/useragreements](http://www.us.playstation.com/support/useragreements)**





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